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ESRB

SIERRA

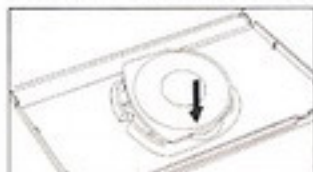
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP™ (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

### Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

### Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
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Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



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Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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# MIAMI VICE™

THE GAME

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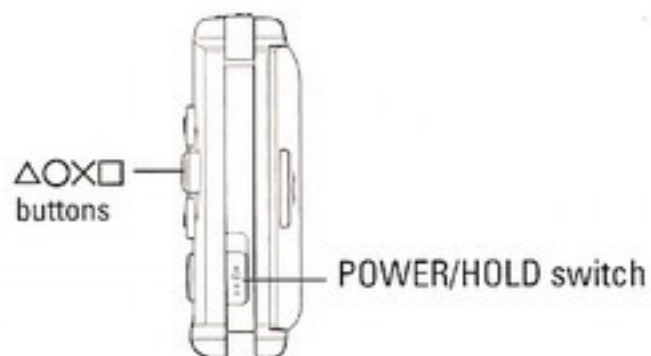
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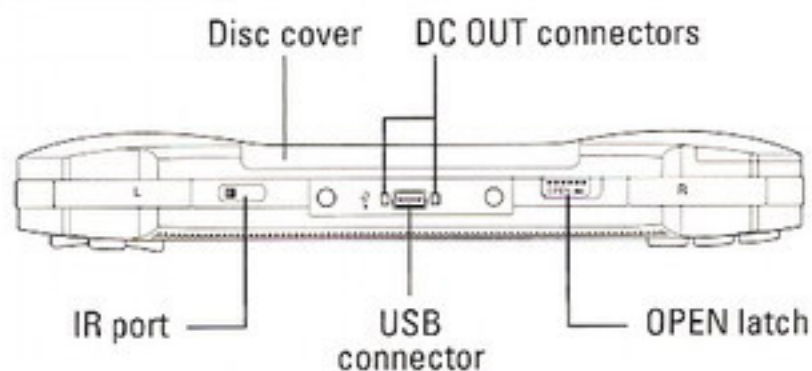
A Note to Parents: Please consult [www.filmratings.com](http://www.filmratings.com) for information regarding movie ratings in making viewing choices for children.

# GETTING STARTED

## Right side view



## Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *Miami Vice™ The Game* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD™ while it is playing.

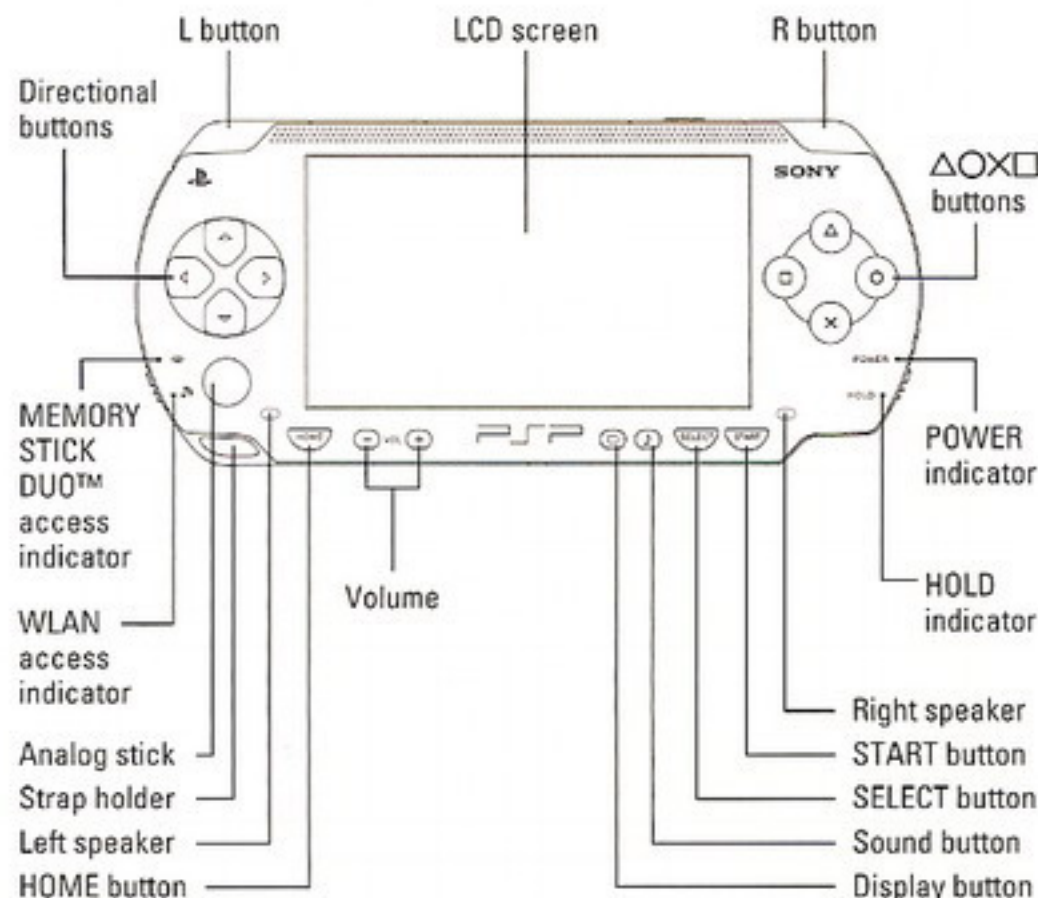
## Memory Stick Duo™

*Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

# STARTING UP

## PSP™ (PlayStation®Portable) system configuration



## Foot Mission Controls

Movement	analog stick
Aim	R button
Action/Fire	<b>X</b>
Strafe	<b>△</b>
Crouch	<b>○</b>
Reload/Run	<b>□</b>
Switch Fire Mode	Right button
Switch Weapon	Down button
Pick up Weapon	Left button
First Aid	Up button
Enter Cover	L button
Objective Screen	SELECT button
Quick Turn	Push Down on the Analog Stick and <b>○</b>
Pause	START button

## Boat Controls

Player 1

Steer	analog stick
Accelerate	⊗
Reverse	⊙
Fire	R button

Player 2

Movement	analog stick
Fire	⊗

## Drug Baron Controls

Movement	analog stick or directional buttons
Aggression	△
Diplomacy	⊗

## FlashRAM Hacking Controls

Movement	analog stick
Charge	Hold ⊗
Detonate	Release ⊗

## DESCRIPTION OF GAME

*Miami Vice™ The Game* focuses on the dangerous lives of two veteran undercover narcotics officers in the Miami-Dade Police Department: Sonny Crockett and Ricardo Tubbs.

Choose to play either Crockett or Tubbs or team up via WiFi with a friend to play each mission in the game cooperatively.

You have to build the reputation necessary to infiltrate the villainous, but sultry, underworld of South Beach. In the process, you must bribe informants, trade confiscated criminal assets and engage in intense gun battles with violent thugs.

Your ultimate goal is to bring down the organization of an "untouchable" South American drug lord, who is almost immune to conventional law-enforcement strategies.

The crucial elements of success in the narcotics underworld of Miami are Drugs, Cash and Reputation. These are your Trading Assets.

In *Miami Vice™*, everyone has their price.

You use Cash to

- Buy and sell Drugs.
- Buy advanced weaponry and equipment from the Arms Dealer.
- Spend on new and expensive suits to further boost your reputation.

You use Drugs to

- Bribe vital information from your Snitch to help during Action Missions.
- Buy your way further up the Drug Trading food chain.

## MAIN MENU

### SINGLE PLAYER

- **CONTINUE** – Continues the most recently saved game.
- **NEW GAME** – Start the game from the beginning.
- **LOAD GAME** – Load a previously saved game.

### MULTIPLAYER

- **CREATE GAME** – Create a game to begin with another player.
- **JOIN GAME** – Join a game created by another player.

### OPTIONS

- **AUDIO OPTIONS** – Adjust the volume of the music and sound effects.
- **GAME OPTIONS** – Adjust controls and game content.
- **CREDITS** – Show the names of those involved in the creation of the game.



### MIAMI MAP

The map of Miami shows all activities available to the player.





## MISSIONS

New missions are revealed on the Miami Map.



## FREDDIE LUIZ

Sells extra information at a price.



## DRUG BARONS

Sell surplus amounts of confiscated narcotics for a cash and reputation boost.



## DRUGS

Buy and sell limited amounts of narcotics on the street for a cash boost.



## POLICE STATION

### • HACKING

Hack into any collected FlashRAMs to gain valuable information such as Drug Baron locations or Weapon Upgrades.

### • DEPOSITORY

All confiscated narcotics are stored in the depository. Narcotics can be collected to use to build Reputation.

### • SAVE GAME

Game progress can be saved.

### • LOAD GAME

A previously saved game can be loaded.



## ARMS DEALER

Weapons can be purchased from the Arms Dealer. Weapons can be upgraded.



## TAILOR

Additional outfits can be purchased from the Tailors. There are three types of outfits that can be purchased. The Reputation suit boosts Reputation. Armor provides additional protection in missions. The Cheat suit unlocks cheats. Each suit can be upgraded.

## HOW TO PLAY

### HUD



### REPUTATION



Building up a reputation within the criminal underground of Miami is vital to the success of the operation. A good reputation opens up trade opportunities with new dealers and barons. Reputation can be gained in Missions and with Drug Barons.

Choices made when preparing for a Mission, such as which outfit and weapons are taken, directly affect Reputation. How well the Mission is played also affects Reputation.

Using Aggression during a deal with a Drug Baron increases Reputation but also makes the game harder.

### ON-FOOT MISSIONS

- **AIM** – To Aim, hold down R button.
- **FIRE** – To Fire, hold down R button and press **X**.
- **CROUCH** – To toggle Crouch on or off, press **○**.
- **USE COVER** – Many parts of the environment can be used as cover. A prompt will appear on screen when it is possible to do so. Press L button to toggle USE COVER on or off.
- **CREATE COVER** – Some items in the environment can be pulled over to create cover.
- **DESTROY COVER** – Some cover can be destroyed.
- **ENTER DOORS** – Doors that are not locked can be entered by pressing **X**. A prompt will appear on screen when it is possible to do so.
- **VAULT** – Some items in the environment can be vaulted over by pressing **X**. A prompt will appear on screen when it is possible to do so.
- **RELOAD** – Weapons require reloading. To reload, press **□** when in AIM mode or press **■** when in USE COVER mode.
- **CHANGE WEAPON** – To change the weapon being used, press Down button.

- **FIRE TYPE** – Automatic weapons have alternative firing modes. To change between single, semi and fully automatic, press Right button.
- **FIRST AID** – First aid can be collected and stored throughout a level. To administer First Aid, press Up button.
- **PEEK** – When using Cover, it is possible to Peek around corners. To toggle Peek on or off, push left or right on the analog stick when at a corner.
- **RUN** – To Run, press and hold . Run can be activated when either standing or crouching.
- **STRAFE** – To Strafe, press and hold .
- **PICK UP WEAPON** – Weapons discovered within an environment can be exchanged for those currently held. To exchange a weapon, press Left button. A prompt will appear on screen when it is possible to do so.
- **DRUGS** – Run over drugs to confiscate them.

## OBJECTIVES MAP

The objectives map can be displayed by pressing SELECT button. The map displays objectives that can be completed during a mission. If additional information is bribed from Freddie Luiz, it is displayed on the mission map. Primary objectives that have to be completed to finish the level are colored yellow. Secondary objectives that can also be completed are displayed in blue.



**ENEMIES**



**DRUGS**



**CCTV SHUTDOWN**





**FIRST AID**






**FLASHRAM LOCATION**



## BOAT MISSIONS




- **ACCELERATE** – To move the boat forwards, press and hold .
- **REVERSE** – To move the boat backwards, press and hold .
- **FIRE** – To fire a weapon, press R button. Weapons on the boat do not need reloading or extra ammo.
- **OBJECTIVES MAP** – The objectives map can be displayed by pressing SELECT button.

## DRUG BARONS

- **INFLUENCE BAR** – To win over the Drug Baron and ensure a successful deal is made, use Left or Right on either the analog stick or directional buttons and stay within the blue zone.
- **AGGRESSION** – To use aggression, press  when prompted. Using Aggression will boost Reputation but also makes the deal harder to complete.
- **DIPLOMACY** – To use Diplomacy, press  when prompted. Using Diplomacy gives a boost to the Influence Bar but reduces Reputation.
- **SHOOT** – To shoot the Drug Baron, press  when prompted.

## HACKING

Data from FlashRAMs collected in missions needs to be hacked to reveal new information.

- **CHARGE** – To Charge up, press and hold .
- **DETONATE** – To Detonate, press and hold  to Charge and then release  to Detonate.
- **FIREWALL** – Firewalls protect the Data Packets. These need to be destroyed before a Data Packet can be collected.
- **SPIKES** – Spikes are released from the Firewalls. These will steal Data back if they come into contact with it.
- **DATA PACKETS** – A set number of Data Packets need to be collected to reveal new information.

## DRUG DEALERS

Small profits can be made from drugs confiscated within missions. Drugs must also be obtained to bribe Freddie Luiz.

## PAUSE SCREEN

- **RESUME** – Return to the game.
- **RESTART LEVEL** – Starts the mission from the beginning.
- **LOAD CHECKPOINT** – Returns to the last checkpoint.
- **QUIT** – Exit the game and return to the Miami Map.

## WIRELESS MULTIPLAYER

If you have a friend with a PSP™ (PlayStation®Portable) system and *Miami Vice™ The Game*, you can play a wireless game together. The main action missions available in Single Player can be played through cooperatively in Multiplayer.

Weapons and outfits are predefined in each mission. Players can however carry any weapon currently held into the next mission during the current play session.

## CREATE GAME

### Game Name

If multiple games are being hosted within scan range a unique name needs to be created for each game. Only characters A-Z and 0-9 can be used to create a name. All other characters will be automatically removed from the name.

### Mission

Missions that have been previously completed can be selected to play again.

### Difficulty

Difficulty can be set to Normal, Hard, or Extreme.

### Join Game

Select Join Game to seek for games within scan range.

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